NATIONAL PUBLICATION FOR BUYING-USING-SELLING COMPUTER HARDWARE & SOFTWARE

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ATARI

Applying The Atari

by Jeff Brenner

This month we've got all the exciting details on Atari's new products, which Atari expects to begin shipping to stores this month. We'll learn how last month's Alarm Clock Program works, have a look at the reader mail and take some programming tips from readers. Also, I'll list the complete version of Program Perfect.

Atari News

So, it looks as though Jack Tramiel did keep his promises. With the introduction of the 130ST and 520ST, Atari's first non-8 bit computer products, Atari has shown that it is indeed alive. Let's get a brief run-down of the new units.

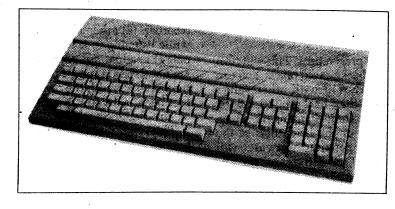
The XE Line

Atari describes the XE line as the 1985 Atari XL models. Basically, the 65XE is an 800XL with an attractively redesigned case, a sculptured, high-quality keyboard, and a lower price. The PIO connector of the XL models, which was intended for future hardware expansion, is not included on the XE models. The 130XE has the same features as the 65XE, but contains 128K RAM. The 65XE and 130XE are to retail for approximately \$100 and \$180 respectively. Other Atari products, announced at the Winter CES in Las Vegas but not as official, are the 65XEM, a 65XE with 8-voice, music synthesizer capabilities, and the 65XEP, a portable XE with a built-in 3.5 inch disk drive and 5-inch screen.

A variety of printers were announced for the XE models, including a dot matrix impact, a letter quality daisy wheel, and a dot matrix thermal transfer printer. The impact and thermal printers offer near-letter quality print styles.

The ST Line

The ST models will no doubt put Atari in the spotlight for 1985. The big question is whether any Atari model can tackle the seemingly impervious Apple Macintosh, even if the ST proves superior and costs a fraction of the price. Also, what happens if and



ATARI 520ST PERSONAL COMPUTER

when Commodore brings out its Macintosh-like Amiga computer? The battle is beginning all over again, folks. Whether the ST line is a success or a failure will depend largely upon the quantity and quality of software that is developed for it, as well as Jack Tramiel's marketing strategy.

The 130ST and 520ST offer 128K and 512K RAM (actually 131,072 and 524,288 bytes), respectively. The units use the same MC68000 CPU as the Macintosh, although Atari more accurately calls it a 16/32 bit microprocessor; Apple advertises the Macintosh as a 32-bit machine. The ST models use the CPM/86-k operating system and Graphics Enviroment Manager, developed by Digital Research, to give the icons, pull-down menus, windows and mouse-controlled operation that have brought the Macintosh so much acclaim. The Atari ST brings this all one step further by offering color graphics, a capability not available on the Macintosh. The three graphics modes on the ST consist of a 320-by-200 pixel, 16 color mode, a 640-by-200, four color mode, and a 640-by-400, one color mode.

Other features of the ST models include both an RS232C serial input/output port and a Centronics-type parallel port, a high-speed (1.3 megabytes/second) hard disk interface, monitor jacks for TV, RGB and monochrome, A sculptured keyboard with numeric keypad, a three-voice sound generator and a Musical Instrument Digital Interface (MIDI). Including the MIDI interface was a great idea and may make the ST models extremely practical musician's tools. Many of the newest synthesizers and electronic instruments utilize the MIDI standard.

A 500K, 3.5 inch disk drive will be sold in a separate component for the ST units. A 10-megabyte, 3.5 inch hard disk drive is to be available for the ST for under \$600. Utilizing the 1.3 megabytes/second data transfer rate, this drive should be incredible at the price.

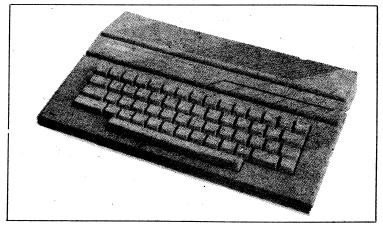
Atari has talked about even another computer to be introduced in Hannover, Germany this month. This one is to have a true 32-bit microprocessor and over 1 megabyte of RAM storage (1 megabyte is 1000K). It's surely an Atari product I'm anxious to see.

Reader Mail

Are there any POKE commands which would allow older cartridges (for 400/800 series) to run on an 800XL?

John B. Neff East Brunswick, NJ

Many older programs for the 400/800 will still run on the XL models, especially software produced by Atari. For those that are incompatible, there are no simple POKE commands to make them work on an XL, but you can get a "translator" disk. This disk gives your XL the operating system of the 400/800 and allows it to run almost all of the older software. It's available from Atari (Customer Relations, P.O. Box 61657, Sunnyvale, CA 94088, Attn: Translator Disk) for \$9.95 + \$2.50 postage and handling. You can also purchase one from Dynacomp (1064 Gravel Road, Webster,



65 XE PERSONAL COMPUTER

NY 14580) for \$5.00 + \$3.00 p. & h.

I have run into problems due to the format my writing must be in. Simply, I write scripts, i.e., screenplays. The format demands whole page action description, smaller margin dialog, and approximately centered but left-justified names. My problem is that with AtariWriter, I must continually use control codes for screen directions for action descriptions. The TAB won't work because I don't know of a way to, say, insert a few new lines of dialog later when editing. I think I need an 80-column card (to be able to see exactly where I am tabbing). Do you know where a good 80-column card for the 800XL can be got, or do you have any other suggestions, say in the area of my getting another word processor?

> Fred Walters Oklahoma City, OK

Your use of the control codes to change the printing margins is probably the best way to get the format that you need when using AtariWriter. As you realized, the tab is not appropriate for your needs since you would have to tab at the beginning of each printed line for a dialog of more than one line. During editing, there's no easy way to know where the next line will begin on a 40-column screen.

I assume that your problem is the inconvenience of constantly adding control codes for your ever-changing margins. I see no easier way of doing this with your present system. An 80-column card, by itself, is

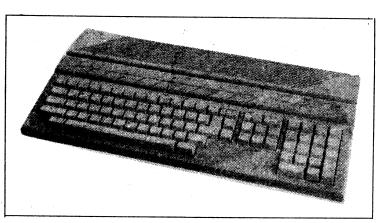
not the answer. AtariWriter and almost all other word processors for the Atari were designed for a 40-column screen, so an 80-column card would make things worse, not better. However, 80-column card combined with a compatible word processor might simplify your problem by making tabbing feasible, since you would be able to see exactly what will appear on paper without the tedious. scrolling preview mode of AtariWriter. One word processor that supports 80-columns that I have seen advertised recently is Atari Paper Clip from Batteries Included. It works with their Atari B.I. 80-column display adapter for XL systems. (Contact: Batteries Included, 17875 Sky Park North, Suite P, Ir-92714, vine, CA 596-1405).

Another alternative is HomeWord from Sierra On-Line. At \$69.95/disk it might be just what you are looking for. In the lower, right-hand corner of the screen, HomeWord gives you a smaller screen that shows you how the finished page will look. Each character is represented by a small graphics pixel. A flashing cursor on this mini-screen lets you see your position on the page as you type your document. Thus, it would let you see the exact position to which you are tabbing. Additionally, it gives you a preview of the printed page, as AtariWriter does, but has the advantage of giving you an 80-column display. No adapter is needed since it uses the Atari's high resolution graphics to form the

Continued On Page 56

Applying The Atari Continued From Page 55 letters. (Contact: Sierra On-Line, Inc., P.O. Box 458, Coarsegold, CA 93614.)

I'd just love to have an Atari 800XL computer. But I hesitate getting one because on every one I've seen being demonstrated, the letters on the screen are "fuzzy". They seem to look fuzzy even on a monitor. I thought maybe my eyes were going away so I had a friend check it out and he noticed that when letters are typed on the screen they are not sharp. He even went to another store -- same story! Any idea what's going on? All the 800XLs I looked at did not have any software running. Maybe the picture is sharper with software running. I don't want to have to purchase a



ATARI 130ST PERSONAL COMPUTER

ALARM CLOCK ASSEMBLY LISTING *=\$600 0510 **DRA #144** 20 PLA 0520 STA (\$58).Y 30 LDX #START/256 0530 INY 40 LDY #START&255 0540 INY 50 LDA #\$07 0550 DEX JSR \$E45C 60 0560 BPL LOOP 70 LDA #\$00 0570 DEY 80 STA VAR3 0580 DEY 90 RTS 0581 DEY 0100 START SED 0582 DEY 0110 LDX #0 0590 LDA #154 0120 BACK LDÁ \$CC,X 0600 LDX \$CC 0130 CLC 0610 CPX #\$30 0140 ADC #\$01 0620 BCC COLON STA \$CC.X 0150 0630 LDA #128 0160 CMP #\$60 0640 COLON STA (\$58),Y 0170 BNE NONE 0650 DEY 0180 LDA #\$00 0660 DEY 0190 STA \$CC.X 0670 LDA (\$58),Y 0270 SKIP INX 0880 **CMP** #144 0280 CPX #3 0690 BNE NOTHING 0290 BNE BACK 0700 LDA #0 0300 LDA \$CF 0710 STA (\$58), Y 0310 CLC 0720 NOTHING LDA VAR3 0320 ADC #1 0730 BEQ JUMP 0330 STA SCF 0740 LDA \$CC 0340 CMP #\$13 0750 CMP #\$30 0350 BNE NONE 0760 BCC SOUND1 0360 LDA #\$01 0770 LDA #\$20 0370 STA \$CF 0780 STA \$D200 0380 NONE CPX #2 0790 LDA #\$C8 0381 BCC NONE2 0800 \$D201 STA 0382 LDA \$CF BNE JUMP 0810 0383 CMP VAR1 0820 SOUND1 LDA #\$A0 0384 BNE NONE2 0830 STA \$D201 0385 LDA \$CE 0840 JUMP LDA \$D01F 0386 VAR2 CMP 0850 CMP #\$06 0387 BNE NONE2 0860 **BNE NOPRESS** 0388 INC VAR3 0870 LDA #0 0389 NONE2 CLD 0880 STA \$D200 0390 LDY #\$12 0890 STA \$D201 0400 LDX #1 0900 STA VAR3 0410 LOOP LDA \$CE.X 0910 NOPRESS LDA \$54 0420 LSR A 0920 BNE NOTOP 0430 LSR A 0930 LDA #\$8F 0440 LSR 0940 STA \$2FC 0450 LSR Α 0950 NOTOP JMP \$E462 0460 **ORA #144** 0960 VAR1 .BYTE 0 0470 (\$58),Y STA VAR2 .BYTE 0 VAR3 .BYTE 0 0970 0480 INY 0980 0490 LDA \$CE, X 0990 . END 0500 AND #\$OF

Commodore if possible.

M.L. McCrery Lewiston, ID

Your problem is a most unusual one in that the Atari has always been noted for its excellent display. You should be able to tune the television to get a sharp, clear image. Or, perhaps it is the blue background. If that is the case, try typing:

POKE 710,0

and press return. This will turn the background black. You can POKE 710 with other values for other background colors. Aside from changing the screen color or the brightness of the text, running software will make no difference on the letters.

Personally, I own both Atari and Commodore systems and have always been more satisfied with my Atari's display.

If you are interested in the 800XL, I suggest at this time that you look into the newer 65XE or 130XE which should be available this month.

Programming Tips

This section contains programming hints and suggestions sent in by readers. If your tip is printed, you'll receive a three-dimensional holograph sticker.

From M. Rose (Cambridge, MA):

If you need a fast, reliable renumbering program for Atari BASIC programs, and if you own Microsoft BASIC, you can use Microsoft to renumber Atari BASIC! First, LIST your Atari BASIC program on cassette or diskette. Boot up with Microsoft and LOAD the program. Execute the RENUM command and SAVE the renumbered program back to

cassette or diskette. Then, ENTER the program back in with the Atari BASIC. Microsoft will renumber all Atari BASIC statements with line numbers except for TRAP.

From Marvin Oppenheim (Monsey, NY):

In order to make it easier for me to type in program listings (especially long ones) I do the following: (1) I first dictate the entire listing into a tape recorder. (2) I then play it back while listening to it through a pair of headphones. (3) Since I am not a speed typist, I control the playback with the use of a foot pedal activator (available at any Radio Shack).

This sure makes typing in listings a lot easier.

Users Groups

I received an issue of the Pokey Press, "the official newsletter" of the Atari Computer Club of the Palm Beaches (Contact: Jim Woodward, 15993 S.W. 8th Ave. B-101, Delray Beach, FL 33444, Editor: Marvin Cox). It's interesting to see what's happening in Atari users groups around the country. Many of these newsletters have been useful and important information to share with the rest of the Atari world. I'd like to receive newsletters from other Atari users groups. Send them in. I'll try to mention as many as I can in the column. Hopefully, this column can serve as a national communications link among the many Atari users groups across the country.

Alarm Clock Operation

Let's take a brief look at how last month's Alarm Clock program works. The BASIC program you entered for the Alarm Clock contains a machine language program which is placed on Page 6 of memory. Page 6 is the area which does not interfere with

your BASIC program memory.

The machine language program is then set up as part of the Atari's vertical blank routine. Every 1/60th of a second, the Atari jumps to a program in its operating system which updates the color registers, increments or decrements internal counters, and performs a variety of other tasks. This program is called the vertical blank routine. The clock program is added as an extension of this routine, and thus it runs 60 times per second.

The machine language clock routine keeps track of the number of times it has been executed. When it counts to 60, the program updates a counter containing the number of seconds which have elapsed. When the second-counter reaches 60, a minute counter is incremented, and, in turn, when the minute-counter reaches 60, the hour-counter is increased. Collectively displayed, these counters tell you the time.

In addition to incrementing counters, the routine checks if the current time is the same as the time set for the alarm. If they are equal, the alarm sounds and continues to beep until it detects that the START button has been depressed.

For those interested in assembly language, an assembly listing of this routine appears under the "Alarm Clock Assembly Code" heading.

Alarm Clock Assembly Code here.

Program Perfect

For the benefit of those new to Computer Shopper, and to those who had difficulty in entering this program due to its listing and revision over two issues, a complete, final, neverto-be-changed listing appears under "Program Perfect."

Next Month

We'll have a program to liven up your Graphics 0 display, plus we'll start entering a business applications program for those who keep mailing lists. As usual, we'll cover reader mail and learn more programming tips.

Reader's questions, comments and contributions are welcome. Please enclose a selfaddressed, stamped envelope for a personal reply.

A cassette or diskette of any program appearing in this column is available from the author for \$5.00 per program, postpaid. Specify DOS 2 or DOS 3 when requesting a disk.

Address all correspondence to:

Jeff Brenner's
"Applying the Atari"
c/o Computer Shopper
P.O. Box F
Titusville, FL 32781 ●

PROGRAM PERFECT

Digital Research's GEM Operating Environment **Debuts On Atari**

Digital Research Inc. announced at the Consumer Electronics Show (CES) here recently that it has signed the first in a series of agreements with microcomputer manufacturers licensing its GEM (graphics environment manager) operating system extension and GEM desktop application.

Atari Corp., is the first original equipment manufacturer (OEM) whose personal computers will take advantage of GEM software's capabilities to provide a user interface like that of the popular Macintosh computer. Beginning in the

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first quarter of 1985, GEM software will be available on the ST line of Atari personal computers product line of business personal computers.

GEM software eliminates cryptic operating system commands by presenting the user with a pictorial representation of a desk's surface. Familiar icons of disks and a wastebasket appear on the desktop, while folders and documents appear in user-controlled windows. Simply by moving the mouse and clicking its button,

the user can open a file, run a software program, delete a file, or do anything else allowed by the operating system.
"Because the GEM graphics-

oriented user interface is easy to learn and use, these OEM agreements will make powerful personal computers accessible to a large number of consumer and business users," said John Rowley, president of Digital Research. "By 1986, we expect that GEM will be in use on more than a million machines.'

GEM Interface On New Atari Line

The entire family of Atari ST personal computers, based on the Motorola 68000 microprocessor, will employ GEM software. The first members, announced here, are the Atari 130 ST and 520 ST. They use a proprietary operating system developed jointly by Atari and Digital Research.

Said Sam Tramiel, president of Atari, "We chose the GEM interface because it represents the most advanced microcomputer technology for consumers to learn and use personal computers. It will help place Atari in a position to offer a powerful, easy-to-use personal computer at a low cost.'

Apricot Computers To Incorporate GEM

Britain's ACT and its U.S. marketing and distribution affiliate, Apricot Inc., will use GEM software worldwide on MS DOS-based business microcomputers to give them "cut-and-paste" facilities, complete graphics device and mouse support, windowing capabilities, icons and pulldown menus.

Existing MS DOS application programs not adapted to take advantage of the GEM software interface capabilities can still run unmodified on Apricot machine.

The entire Apricot product line will use GEM software, including the 512K Apricot Fls, the Apricot PC floppy disk, Apricot XI, the Apricot Por-

Continued on page 158

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Assembly Language Continued from page 154

what it was you were trying to tell it to do.

Naturally, if you have error messages, the program is guaranteed not to run. If you have a success message, the program probably will still not run, or at least not on your first dozen tries.

For a successful program, you must first enter and use legal commands in a legal way in EDASM. After that, the object code that EDASM generates also must do legal things in an expected way for your program to work.

That just about completes our sixteen steps of a structured assembly language listing. The first of the ripoff modules is called EMPTY SHELL .-SOURCE, and appears later. This one is sort of like a Christmas tree you can hang all your ornaments on, and greatly simplifies organizing an structuring your source code. Since it is usually easier to edit a source code than create one, you might like to start with the empty shell and adapt it to your particular needs. Much more on this later.

For now, though, it looks like we are almost ready to actually enter and edit some source code.

Digital Research Continued from page 156 table and the Apricot F1 and

Fls microcomputers.

Agreements With Independent **Software Vendors**

In order to ensure the success of GEM software, Digital Research has entered into agreements with a number of independent software vendors to provide GEM application software that will run on any MS DOS machine. In addition, software written to the

operating system extension can be easily recompiled for the Atari ST personal computers. Thorn EMI/Perfect Software, Chang Labs, Lifetree Software and Matrix have all agreed to write GEM software that takes advantage of the graphic interface.

Digital Research Inc. provides system software and software-related products for the full spectrum of microcomputers in business, professional and commercial markets.

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- · Lifetime warranty
- Certified 100% error free
- Non-metallic write protect
- Reinforced hub rings · Plus package in a hard library case

This is proof of our commitment to excellence

and confidences in our products. All products are shipped with manufacturers



COMPUTERS

SANYO:	
550-2 Single 160K Drive	Ca
550-2 Single 320K Drive	Ca
555 Dual 160K Drive	
555-2 Dual 320K Drive	Ca
ALTOS:	
486-20 W/Altos 111 & XRT	\$549
586-20 W/Xenix Run Time	\$669
586-40 W/Xenix Run Time	\$899
986-40 W/Xenix Run Time	

PRINTERS

Model 1090 - 80cps	\$300
Model 1091 - 120cps	\$385
Model 1092 - 180cps	. \$515
Daisy Wheel - Model 3151	\$590
Model 1093 - Printer 15" 160cps	\$765
TOSHIBA	
P-1340 Serial W/Tractors	\$ 780
P-1340 Parallel W/Tractors	.\$ 780
P-1351 Serial 200/100cps	\$1445
P-1351 Parallel 200/100cps	. \$1445
P-1351 Tractors	. \$ 155
P 1351 Cut Sheet Feeder	\$ 784
NEC	
2000 Series Printer	. \$ 635
3510 Printer	\$1490
7710 Printer	\$2110
8850 Parallel Module	. \$ 245
7700 Vertical Tractor	\$1250
MONITORS	

MONITURS

AMDEK			
Video	300 12" Green	. \$	14
Video	300 12" Amber	. \$	16
Video	310A 12" Amber/IBM PC	\$	19
Color	300 Composite	. \$	30
Color	500 RGB and Composite	. \$	42
Color	600 RGB High Res.	\$	47

MODEMS

MAALLL
Maxell 300V Modem \$ 225
Maxell 300PC Internal \$ 225
Maxell 1200V Modem \$ 425
Maxell 1200 PC Internal \$ 380
ACC Modemphone 300\$ 120
DISK DRIVES
SPECIAL: Apple Systems ACC
FD-101 Slim Drive GS/DD \$ 149
ACCESSORIES/IBM
dBase III \$ 410

dBase III	\$ 410
udase III	0 210
Lotus 1-2-3	\$ 319
Symphony	\$ 459
Memory Chips	
64K RAM	Call
Perfect Data Cleaning Kit	
IBM Keyboards	\$ 169
Diskettes Storage Cases 51/4"	Diskettes
Stores 10	\$2.50
Stores 70	\$15.50
Surge Protector	\$46
Computer Tape	